

EXPERIENCE

- 03. 2015 – Current** **IUGO Mobile Entertainment Inc** **UI Designer**
Vancouver, Canada
Responsibilities:
- Created UI style guideline for the new project
- make mockup and icons
- helping live operation team for marketing materials
- 05. 2015 – 03.2016** **Bandai Namco** **UI/UX Designer**
Vancouver, Canada
Responsibilities:
- Contributed to UX design of freemium games.
- Created UI assets and integrate via Unity.
- Produce in-game and commercial marketing content.
Completed Titles:
-Tap My Katamari
- 12. 2012 – 4. 2015** **DeNA** **UI/UX Designer**
Vancouver, Canada
Responsibilities:
- Contributed to UX design of freemium games.
- Created UI assets and integrate via Unity.
- Produce in-game and commercial marketing content.
Completed Titles:
- G.I. JOE: BATTLEGROUNDS
- NFL: Match-Ups
- Unannounced RPG Puzzle
- 10. 2009 – 7. 2011** **01 Cosmos Agency** **Multimedia Designer**
Shanghai,China
Responsibilities:
- Created mockups and flash banner for website
- Designed marketing assets for clients (Panasonic,Sony and Sanyo) .
- 7. 2008 – 9. 2009** **Putai Creative Agency** **Graphic Designer**
Shanghai,China
Responsibilities:
- Created key visual for clients
- Designed Icon, pattern and DM for clients

EDUCATION

- 9. 2011 – 6. 2013** **Masters of Digital of Media**
Vancouver, Canada
Simon Fraser University
- 9. 2004 – 6. 2008** **Bachelor of Arts**
Shanghai,China
Tongji University

SKILL



Photoshop



Illustrator



AfterEffects



Unity